

MUHAMMAD RANGGA WIDYANTO

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I'm a UI/UX Designer with 2+ years of experience designing SaaS dashboards, marketing websites/landing pages, and digital products. Skilled in transforming complex workflows into intuitive user interfaces through user-centered design approaches. Experienced in end-to-end design process from research and wireframing to high-fidelity prototyping in Figma, with the ability to implement designs into production using Webflow.

Work Experiences

Dazo Kreatif Indonesia - Yogyakarta, Indonesia

Feb 2026 - Mar 2026

UI/UX Designer

- Designed end-to-end UI/UX design for a SaaS dashboard platform, translating complex product requirements into intuitive user flows, wireframes, and high-fidelity interfaces in Figma.
- Collaborated closely with product managers and engineers to improve usability and consistency across the platform, establishing design patterns and reusable components for scalable product development.
- Improved usability across key product features including messaging workflows, broadcast creation, and dashboard navigation to streamline user interactions for business users.

Paired - California, USA

Sep 2025 - Mar 2026

UI/UX and Webflow Developer - Part time

- Designed intuitive UI/UX interfaces for Paired landing page (Paired.so), focusing on clarity, usability, and modern visual design.
- Built and maintained responsive websites using Webflow, transforming design concepts into fully functional web pages.
- Collaborated with cross-functional teams to translate product and marketing requirements into user-friendly digital experiences.

TapTalk - Jakarta, Indonesia

Sep 2023 - Jul 2025

Product Designer (UI/UX and Webflow Specialist)

- Successfully redesigned and rebuilt the TapTalk website (www.taptalk.io) from scratch using Figma and Webflow, aligning it with marketing and sales goals to improve user acquisition.
- Improved website performance from a GTmetrix score of E (29%) to A (95%) by optimizing layout, load time, and technical SEO, achieving faster load times and better Core Web Vitals.
- Collaborated with Marketing & Sales teams to develop targeted landing pages and responsive experiences across mobile & desktop.

Education Level

STMIK Bani Saleh - Bekasi

Sep 2017 - Feb 2022

Bachelor of Computer Science, 3.50/4.00

- Became a member of the Badan Eksekutif Mahasiswa (BEM) as a minister in the department of religion in 2017 - 2018
- Became a member of the Himpunan Mahasiswa Teknik Informatika (HMTI)

Bootcamp & Scholarship

Digital Talent Scholarship by Kominfo - Online

Mar 2023 - Apr 2023

UI/UX Designer

- Learn and executed end-to-end design process using the Design Thinking framework to solve complex user problems.
- Conducted user research and synthesized insights into actionable User Personas, Journeys, and Flows.
- Delivered high-fidelity prototypes and a comprehensive Design System to ensure seamless developer hand-off.

Synrgy Academy Scholarship by BCA - Online

Jan 2022 - Jul 2022

UI/UX Designer

- Learn and practice about UI/UX and Product Management, and collaborate with developers to creating end-to-end digital products
- Get 3rd place in the mini project with the best product with a score of 81,6 and 3rd in the final project with a score 73,2
- Successfully got the System Usability Scale score of 70,28 for mini project product from 10 participant and got the System UsabilityScale score of 84,17 for the web app and 92,50 for the mobile app final project product

Skills & Tools

- **Hard Skills:** User Interface Design, No-code Development, User Research, Prototyping, Usability Testing, User Interview
- **Soft Skills:** Team Work, Collaboration, Communication, Problem Solving
- **Tools:** Figma, Webflow, Maze, Trello, Miro, Lovable, Whimsical, Google Workspace, etc